

FIG. 1

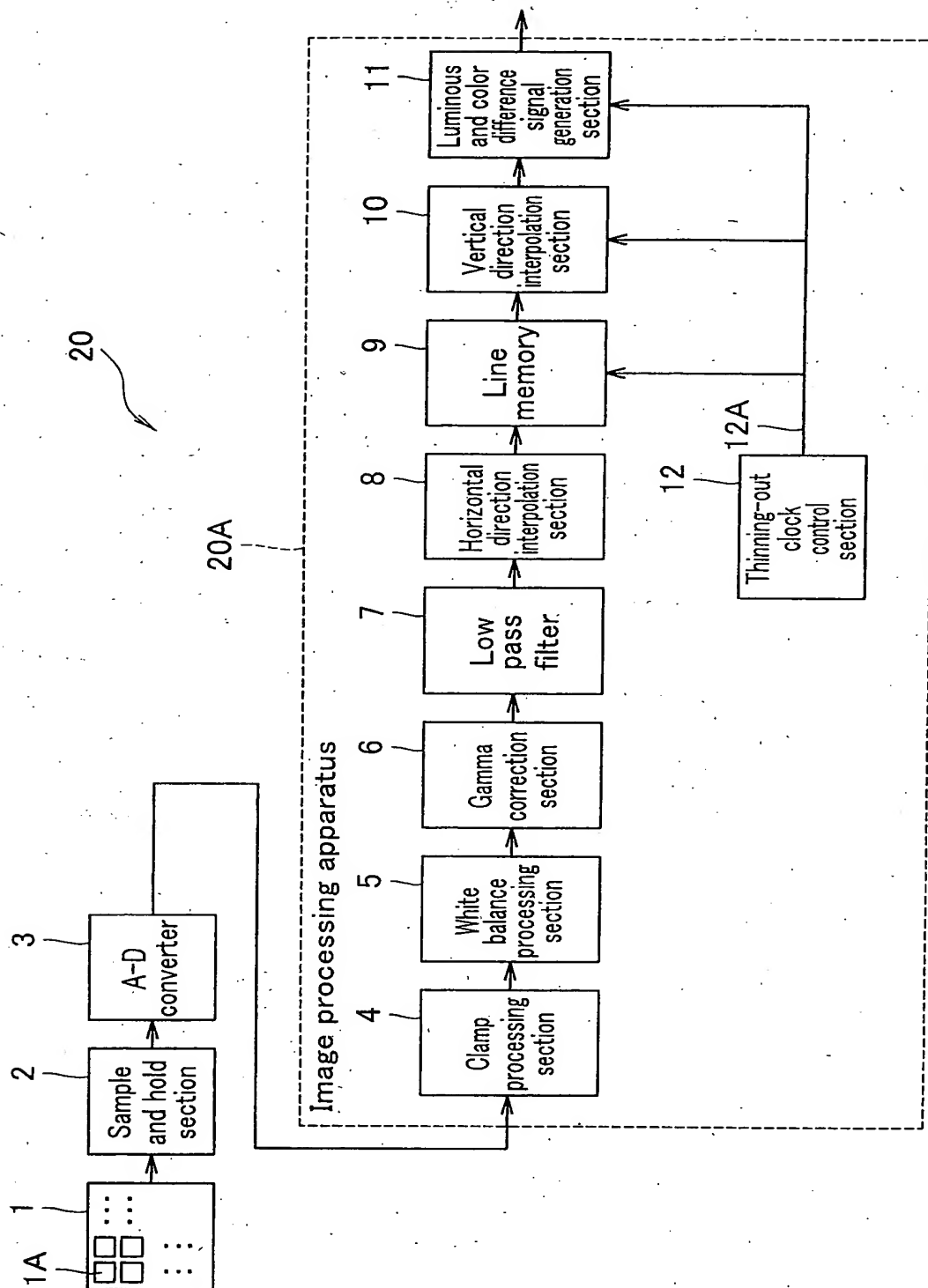


FIG. 2

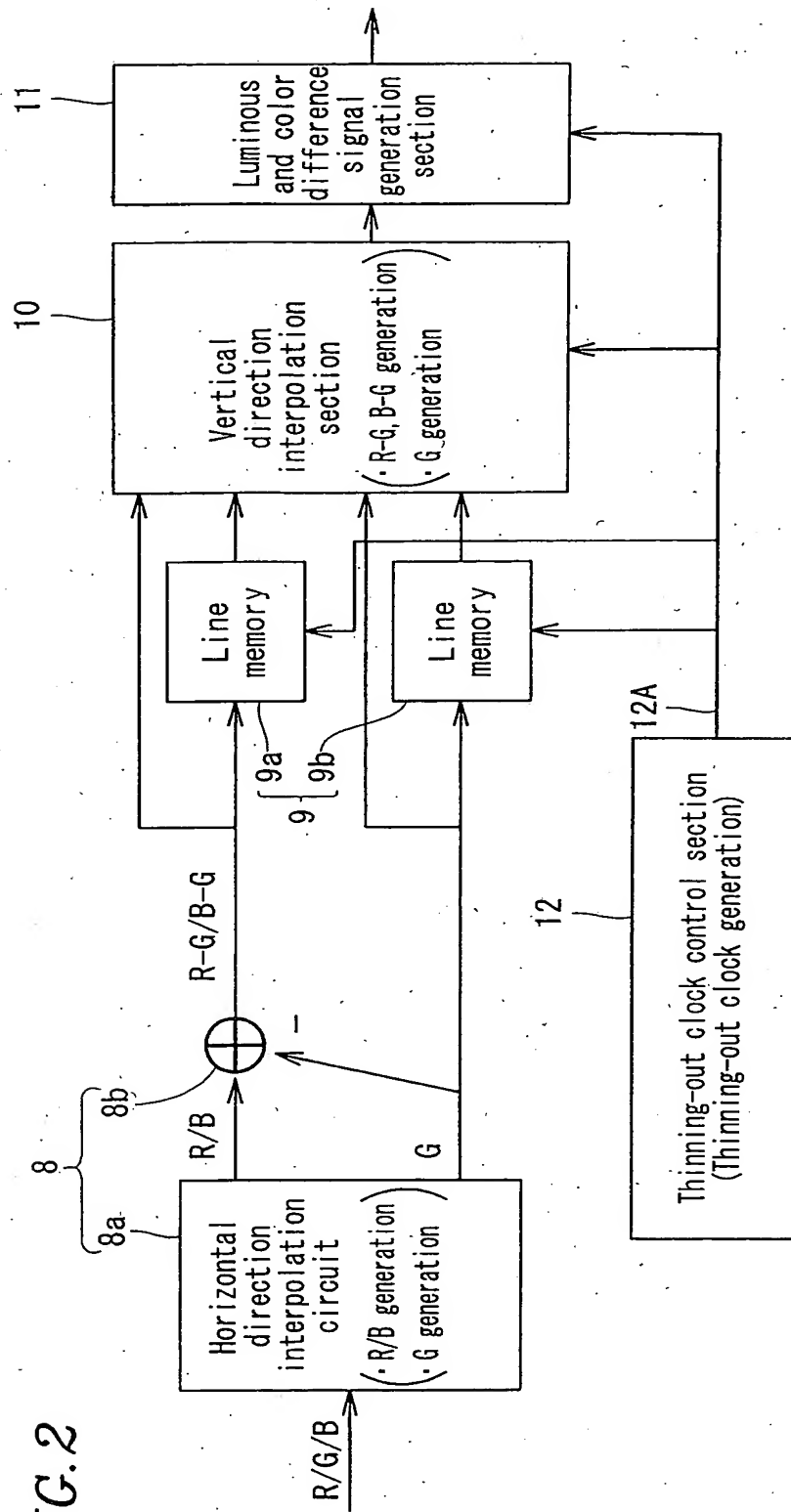


FIG. 3

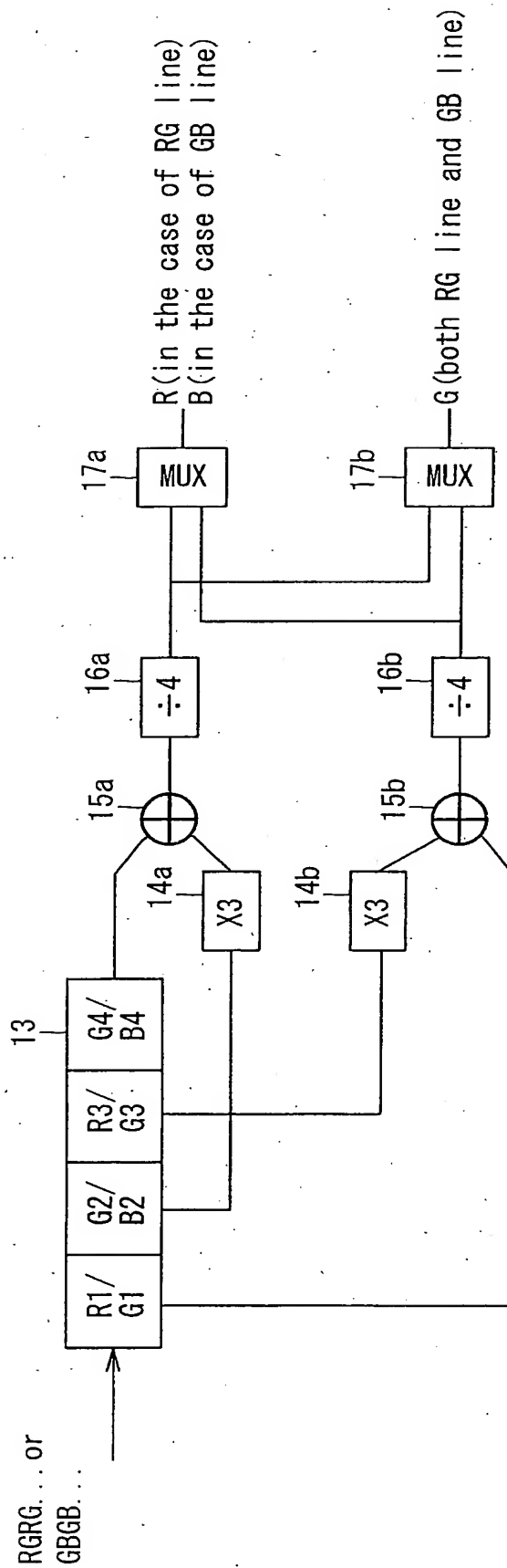
8a

FIG. 4

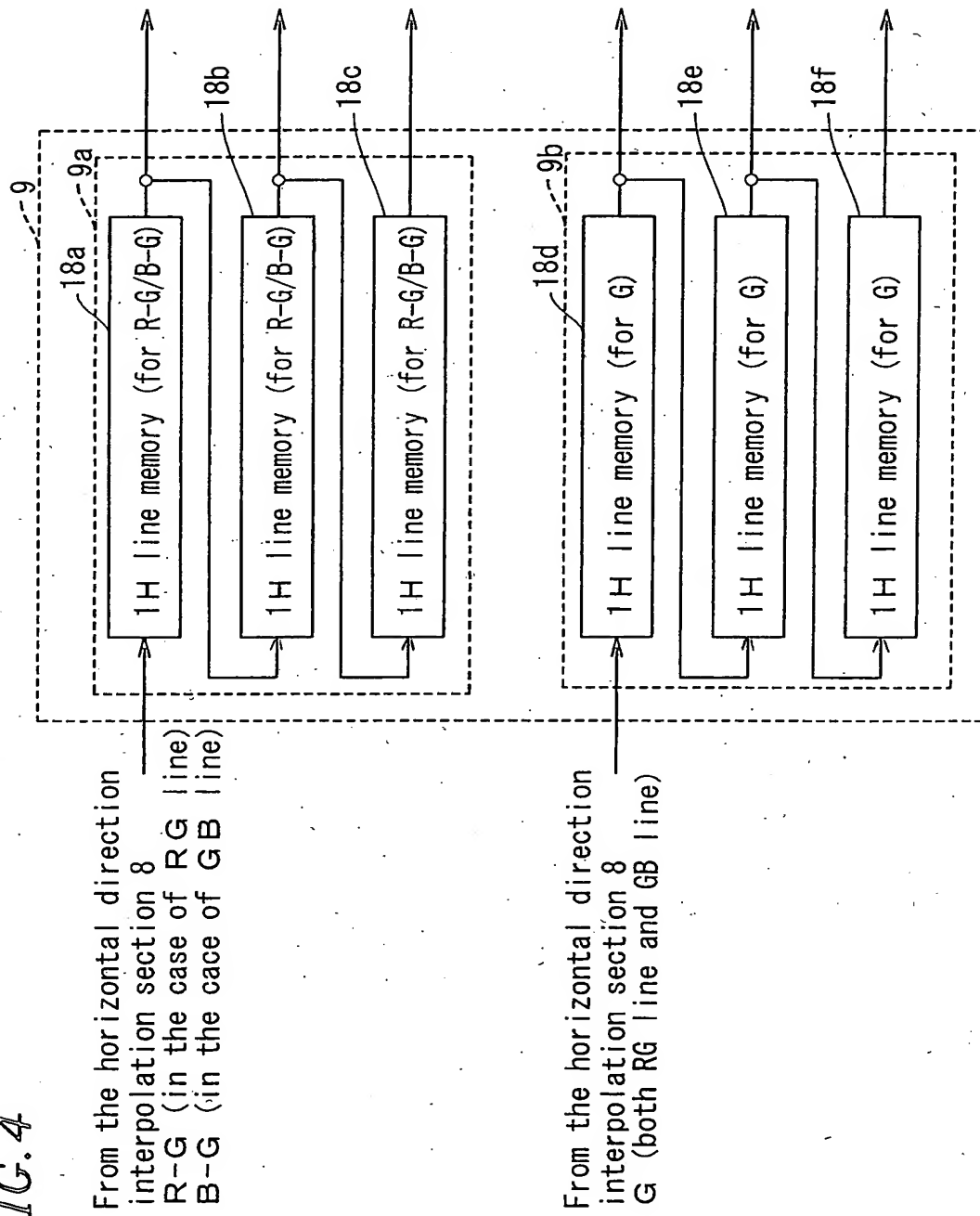


FIG. 5

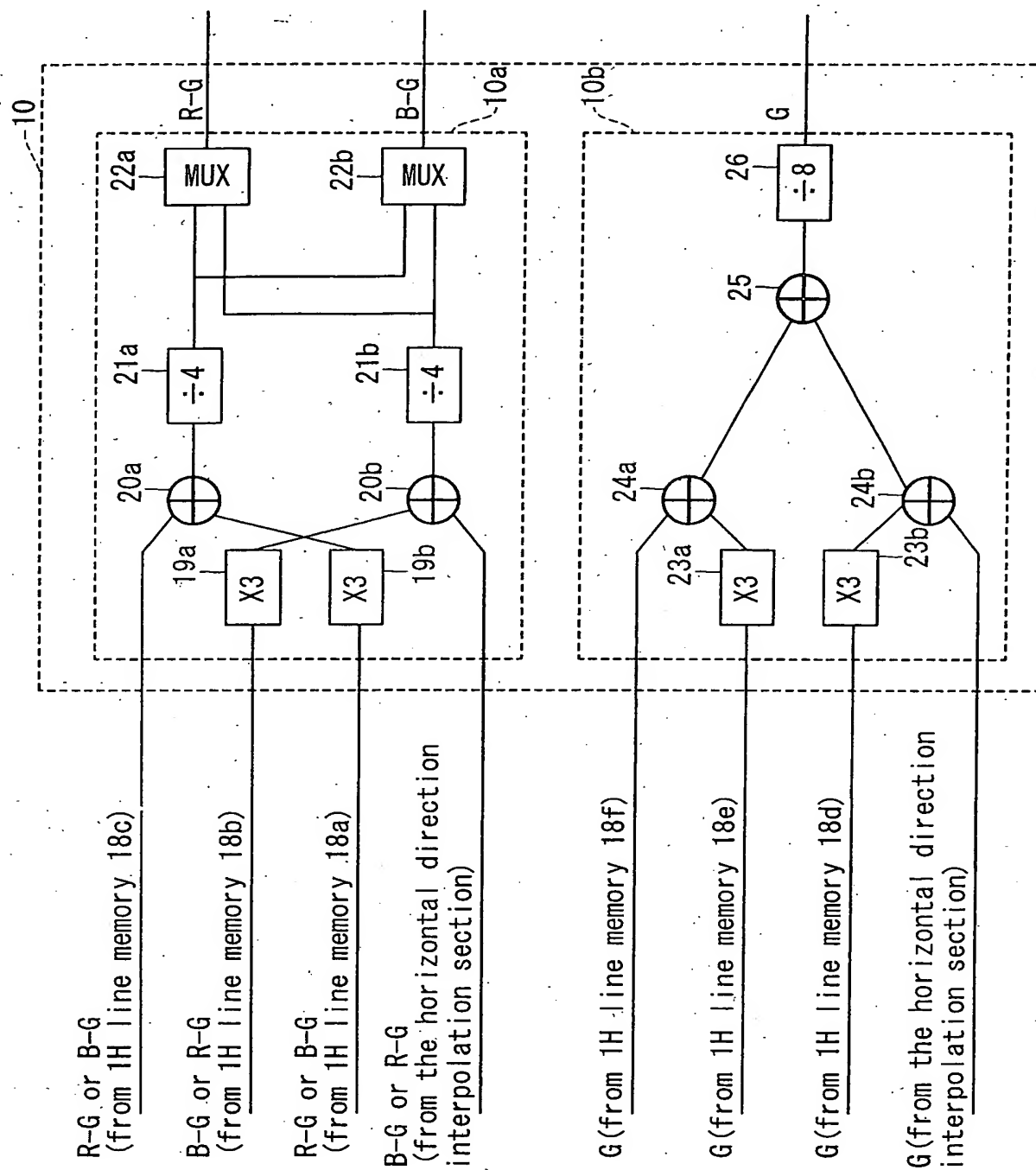


FIG. 6A

^{1B}

R	G	R	G
G	B	G	B
R	G	R	G
G	B	G	B

FIG. 6B





	1	1	1	1
	1	1	1	1
	0	0	0	0
	0	0	0	0

FIG. 6C

1	0	3	0
0	3	0	1

Horizontal
interpolation
filter

FIG. 6D

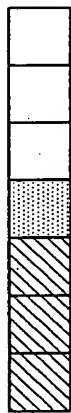
1	0	3	0
0	3	0	1

Vertical
interpolation
filter

FIG. 6E

A	1	1	1	1
B	1	1	1	1
C	0	0	0	0
D	0	0	0	0
E				

FIG. 7A



	F1	G1	H1	I1	J1	J2	
RG line	0	0	0	0.5	1	1	1
	(R)	(G)	(R)	(G)	(R)	(G)	(R)
BG line	0	0	0	0.5	1	1	1
	(G)	(B)	(G)	(B)	(G)	(B)	(G)
RG line	0	0	0	0.5	1	1	1
	(R)	(G)	(R)	(G)	(R)	(G)	(R)
GB line	0	0	0	0.5	1	1	1
	(G)	(B)	(G)	(B)	(G)	(B)	(G)
	F2	F3	F4	F3	J4	J3	

FIG. 7B

After horizontal interpolation

R→	0	0.25	0.75	1	1	
B→	0	0.375	0.625	0.875	1	
R→	0	0.25	0.75	1	1	
B→	0	0.375	0.625	0.875	1	
	F2~J2					
	F3~J3					
	F4~J4					

Original pixel position

FIG. 7C

After horizontal interpolation

G1→	0.125	0.375	0.625	0.875	1	
G2→	0	0.25	0.75	1	1	
G3→	0.125	0.375	0.625	0.875	1	
G4→	0	0.25	0.75	1	1	

Original pixel position

FIG. 7D

1/3 thinning-out processing

R-G→	-0.125	-0.125	0.125	0.125	0	
B-G→	0.125	0.125	-0.125	-0.125	0	
R-G→	-0.125	-0.125	0.125	0.125	0	
B-G→	0.125	0.125	-0.125	-0.125	0	

G1→
G2→
G3→
G4→

FIG. 7E

1/3 thinning-out processing

0.125	0.375	0.625	0.875	1	
0	0.25	0.75	1	1	
0.125	0.375	0.625	0.875	1	
0	0.25	0.75	1	1	

FIG. 8A

-0.125	0
0.125	0
-0.125	0
0.125	0

K

L

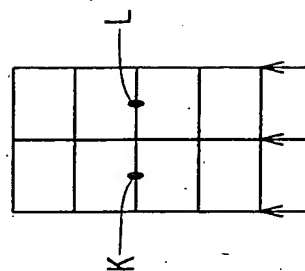
FIG. 8B

0.375	1
0.25	1
0.375	1
0.25	1

K

L

FIG. 8C



Original pixel position

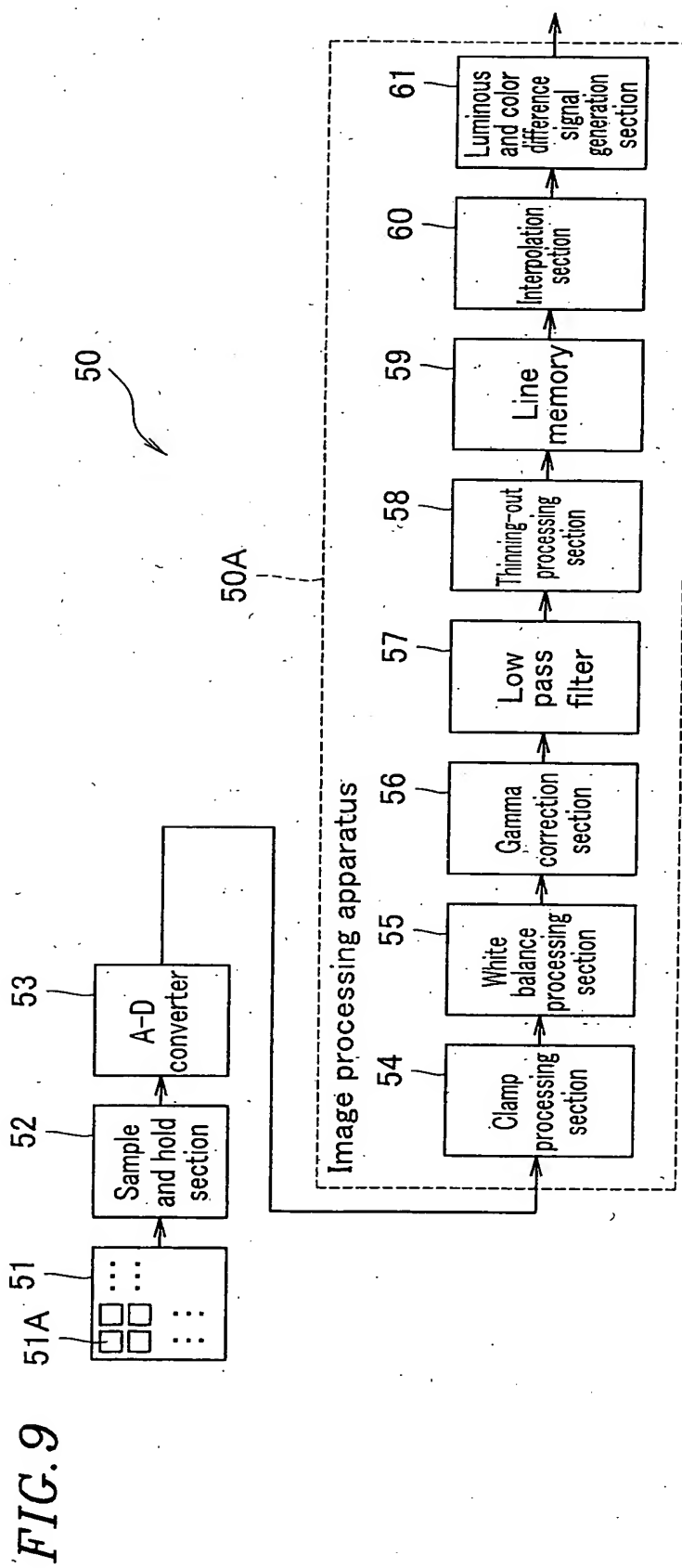


FIG. 10A

51B

R	G	R	G
G	B	G	B
R	G	R	G
G	B	G	B

FIG. 10B

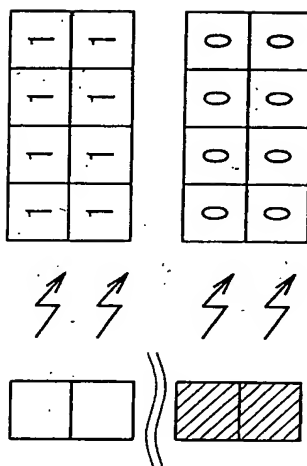


FIG. 10C

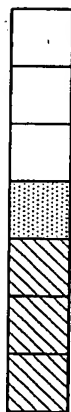
1	3	3	1
3	9	9	3
3	9	9	3
1	3	3	1

FIG. 10D

1	1	1	1
1	1	1	1
0	0	0	0
0	0	0	0

A curved arrow labeled 'A' points from the top-right cell (1) to the bottom-left cell (0).

FIG. 11A



0 (R)	0 (G)	0 (R)	0.5 (G)	1 (R)	1 (G)	1 (R)	1 (G)
0 (G)	0 (B)	0 (G)	0.5 (B)	1 (G)	1 (B)	1 (G)	1 (B)
0 (R)	0 (G)	0 (R)	0.5 (G)	1 (R)	1 (G)	1 (R)	1 (G)
0 (G)	0 (B)	0 (G)	0.5 (B)	1 (G)	1 (B)	1 (G)	1 (B)

FIG. 11B

1/3 thinning-out processing

0	0	0	0	0	0.5	1	1	1	1
0	0	0	0	0	0.5	1	1	1	1
0	0	0	0	0	0.5	1	1	1	1
0	0	0	0	0	0.5	1	1	1	1

FIG. 11C

0	0	1	1	1
0	0	1	1	1
0	0	1	1	1
0	0	1	1	1

↑ ↑ ↑ ↑ ↑
Original pixel position

B

C